

JOSHUA POWERS

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OBJECTIVE

To create high quality art for next gen video games. To help set the bar for what next gen visuals should look like. To grow as an artist, and as a person within my team.

SKILLS PROFILE

High Poly Modeling Environments, Vehicles, Weapons

Low Poly Modeling, Unwrapping, High Poly > Low Poly Projection

Texturing low poly models, experience with all commonly used textures (diffuse, normal, spec, parallax, etc)

Experience with Skinning/Rigging, and basic animation

TOOLS

3D Studio Max- Extensive Knowledge

Adobe Photoshop- Extensive Knowledge

Zbrush 3.1 – Intermediate Knowledge

Mudbox- Intermediate Knowledge

LightWave 3D- Intermediate Knowledge

Unreal Engine 3 - Material Editor, Phat Editor, Level Editor, Cloth Simulation - Intermediate Knowledge

EMPLOYMENT HISTORY

Ensemble Studios

October 2007 - Current

Dallas, Texas

Environment Artist on Halo Wars

Creating Props & vehicles throughout the game.

Rigging & Animation for various props.

Destruction work for many units in game.

Working with a proprietary engine, and editor.

Gearbox Software, LLC

March 2007 – October 2007

Plano, Texas

Level Artist on Borderlands.

Creating props, vehicles and weapons, from high poly models to final textures.

In charge of critiquing and quality control for environment art outsourcing for Borderlands.

Assisting the Art Director to provide feedback for other artists & to encourage personal artistic growth.

Minor assistance with Brothers in Arms: Hell's Highway

Volition, INC

February 2005 – March
2007

Champaign, Illinois

Saints Row: Prop and District Artist, Shipped August 2006.

Saints Row 2: Created concepts and models for weapons.

Red Faction Guerilla: Lead Weapon Artist, Vehicle Artist, Prop Artist